The Blood Countess (Baaelithu)

Baaelithu

The Blood Mother, The Mother of Abominations, Queen Mistress of Blood, The Primordial Nexus of Whampyrism, Madam Blood, The Blood Countess, The Wicked Witch, Herald of the Abyss; and so on, are all titles that refer back to the atavism which we inside of the Tempel ov Bernkastel know closely as Baaelithu; a deadly, Acausal demon, of the race of Inaccessible Cardinals (a race close to the Dark Gods), that makes her way of being summoned throughout containers in history, time and various mythos.

Our Blood Mistress and Mother in her brutal and savage aspect. Her spirit lives on in the concept of all of us through that which we call Blood Essence, that which is Azothian that exhibits itself in our genes, and the sweet, sweet nectar that we dine upon whenever we particularly terrify a mundane, a weakling or someone who is simply beneath us in the food chain. Through her excellence, her beauty and her deadliness, we become born anew, cast aside the weaknesses of humanity and accepted into her tight embrace: the embrace of a greater world, of an acausal world and destiny, far beyond our own, only able to be reached through surpassing natural selection. It is by proving nature wrong, by showing it that we can be better than our contemporaries and the 99 percentile that we usurp its limitations; we go beyond, and we awaken that primal, atavistic side of us, that urging in our soul for Blood Essence as it is what carries us.

The Blood Mother Baaelithu knows that without Blood Essence we may as well be dead and rotten, and so she will drain us of our essence if we dare stay stagnant, if we give up on the promise that we made to our mother to seek the promised land. This brutality, this realness that she reveals to us is what pushes us to action; to not be reduced to the abyssal womb of Nythra, where we will be lost inside of the abyss. Prioritizing our Blood Essence prioritizes our life. The fight is greater than us or the people around us; our battle is one of generation, one of the future and one towards the ultimate summoning of Vintrei for the promised land. There is no stronger battle to be fought, and so all warriors on the side of victory, on the side of the great Tempel ov Bernkastel, must be of their optimal, acausal condition. Baaelithu's law enforces and governs this fact, as only the chosen children can have the fruits of her glory, of the future, of destiny.

Baaelithu as a spirit contains multiple atavisms. First: she is the Wicked Witch of the West, and of Forests and in her Myhos (which can be taken either literally or figuratively by each individual follower) she is said to have been once a Royal Queen, of particularly powerful origin, whom after being caught sacrificing dozens of children and drinking their blood to bring herself close to immortality, was forced to give up her own mouth in a haunting ritual to allow her nation to gain the ability to speak Acausally and to go unpunished by the Galactic rule. From then on her Blood Essence was carried throughout her empire, which had migrated from Britain primarily to Hungary to evade further persecution for their Queen's deeds.

Her name contains etymological ties to both the Cruel Demon Ba'al/Baal, of masks and of deception and autoethosis (the act of whampyrism through brainwashing), along with Lilitu/Lilith - the feminine archetypal counterpart to Dagon, though Baaelithu's counterpart (and husband) is Vintrei. She in her Wickedness and Ineffability contains a third tie, unseen, to yet another known Acausal Rose-Crowned Queen of Death that is a spawn of many deadly children, however we have yet to publicize larger spread of this deeper connexion and so we are keeping it vague so that only those with the Sinister Eyes to See can perceive whom we are referring to.

Baaelithu's number is 216. Her element is fire and her association in the Higher Cardinal Parallel is the Mother of the First Cardinal. As such, she is the first spirit in the Higher Cardinal Parallel.

A maiden in Black
Her face speaks of deathâ€¦
Wind forest blows and summons
Mistresses from the Countess of Blood
In her eyes
Is a world of Gold
â€¦And in her heart change reflects the Pool of darkness.

Baaelithu is a feminine power of alchemy who is most ideal for works of cultivating Sinister Empathy or Blood Whampyrism. Her path is near the 13th pathway, which is a culmination of both Mars and Venus. She's seen as a darker feminine force, with a shade over her face, that holds a golden cube as she gazes into it. The golden cube holds the esoteric truth of the boundaries between both the causal and the acausal. She is the mother of the First Cardinal of Sol, which is to build physis through practical magick.

Baaelithu knows all that there is to know of the world, because of her domination within the collective psyche, she is a blood whampyre; and so, she brings the wisdom of the necessity of blood essence in workings, and brings to light the foundational power of blood and the usage of it which can fertilize aeonic change.

The Blood Countess, Elizabeth Bathory, is a sinister figure that has been studied by many such nexions of the Order of Nine Angles before. There have been many temples dedicated to her over periods of causal time, mostly based around whampyrism and a collective rising of Azoth through blood consumption since she practiced a more atavistic expression of sanguistic desire. Her true face, however, is rarely seen and known by anyone beyond the masks that she holds; for the face is too deadly, too malicious, too confusing and much too sinister and malignant for humans to gaze upon without going completely mad with insanity.

This face is Baaelithu.

Baaelithu is born from traumatic experiences and destructive, inner terror that shatters and projects through the firmament of the heart and throughout the causal. Making her a personification of the archetype of growth, or pathei-mathos paired with the development of much darker empathy. Her emotions are of love, aggression, war, gentleness, hatred, and these traits all show the confusing nature that she resides inside of. She is trapped between the typhoon of the first and second cardinal with this.

Azoth in itself is the alchemical combination of three major factors; Salt (Unconscious), Mercury (Ego) and Sulphur (Self). In the Tree of Wyrd, each of the three Dark Gods inside of their governed spheres each do represent one of these factors.

Azoth is the aeonic or causal, over a long period of time, representation of the energy that pervades the acausal realm. It is our connexion to the sinister that is done through Azoth and our own self-awareness. Our blood essence, or rather the very genetics within our body is what binds us to Azoth. This is a piece of the importance of the supremacy of the Aryan ideal beneath the exoteric, and purposefully obstructive interpretations.

Blood essence contains within it all of the four major physical elements of fire (heat and distribution throughout the body in thermoregulation and fueling of passion), air (the distribution of air as oxygen and calmness during proper flow), water (distribution of liquid), and earth (distribution of coagulation which relates closely to the earth).

Thus, this blood essence, containing all of the major forces of the physical world, is a direct nexion to the fifth and most important result which is Spirit, the union of these forces creating our very own Azoth. This is all to say the importance of Blood in workings, especially when one wishes to seek his or her own inner dark sorcerer or witch archetype. Baaelithu who exhibits the Countess, or Mistress of Blood, embodies the blackened and more spiritually free - Satanic expression of Azoth through Blood Essence, or the pools of blood that is created and formed by temples as energy centers which connect back to the body.

Through the sacrification or the opfering of both the blood of ourselves (self-sacrifice) and others (ritualistic sacrifice), we can see the two major poles of growth which is in other words represented in the Tree of Wyrd as Vindex (Vintrei) and Nythra (Vesteria). The two forces mix and merge together creating a union, or infinite effect of growth for the satanist as pain is evolution, illustrating the deeper and genuinely satanic and evil, or adversarial, importance of why trials are necessary for those of the temple's kin as a sort of drawn-up symphony, or rondo of alchemical forces communing with one another, as do the causal and acausal in our hearts through Sinister Empathy.

The Sigil of our Queen is below. Use it at your own risk and watch as she rises from beneath the ocean of Blood to cull you of all of your weaknesses, of your humanity. Watch as she horrifies you with visions and sights of the darker, untapped nature of the psyche, of the subconscious, of everything you attempt to forget when you fall asleep at night. Watch as she speaks her song of death into your world and controls you like the child of hers you were always destined to be. Fighting back is futile. With Baaelithu you can only give in to the darkness of Blood, and of Death, or go mad trying.
Ave Baaelithu!

Interpreting Baaelithu's Sigil
Archetype: The Mistress of Blood.
Current: 216.
Urging: Sinister Empathy.
Sinister Fiction: Beatrice (Umineko).
Instincts: Affective Blood Consumption.
Dark Light: Wisdom in Terror.
Obstacles: Mental turmoil.

best

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